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ABSTRACT

Presenting over 200 ready-to-use word games, this book introduces secondary English students of all ability levels to the joy of word play while they practice and review a wide variety of skills, including vocabulary, punctuation, word origins, spelling and pronunciation, grammar and usage, and literary devices. Many of the 5- to 15-minute word games in the book offer self-checking features to help students work independently, and complete answer keys are provided for the teacher. The activities in the book are divided into seven sections: (1) Development of the English Language (42 activities highlight the development of English, including Latin and Greek influences); (2) Grammar and Usage (32 activities help build skills in parts of speech, sentence construction and more); (3) Punctuation (13 activities illustrate the uses of punctuation marks); (4) Spelling and Pronunciation (36 activities help students learn spelling rules and their exceptions, and teach about synonyms, homonyms, anagrams, and more); (5) Names of People, Places, and Things (17 activities make it fun for students to investigate the origins of surnames, place names, and brand names); (6) Language as an Art Form (22 activities teach literary techniques and devices including figures of speech, symbolism, onomatopeia, allusions, rhyme and rhythm, malapropisms, oxymorons, and euphemisms); and (7) Miscellaneous Word Games (41 activities play with double meanings, idioms, and other features of the language, or tie into holiday and special events). (RS)

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